

**All-New Format!**

**Leisure Suit Larry 3:  
Passionate Patti in Pursuit  
of the  
Pulsating Pectorals**

**INCLUDES COMPLETE WALK-THRU**

**INCLUDES ALL AREA MAPS**

**LIST AND LOCATION OF ALL OBJECTS**

**ALL SOLUTIONS REVEALED**

**HIDDEN ROOMS, LOCATIONS AND  
CHARACTERS YOU MAY NOT  
HAVE ENCOUNTERED**

**THE PERFECT GAME ACCESSORY**



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**Leisure Suit Larry 3:**  
*Passionate Patti in Pursuit  
of the  
Pulsating Pectorals*

**HINT BOOK**  
**by Al Lowe**



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## Introduction

Welcome back to Nontoonyt Island!

I hope you are having as much fun playing this game as we had creating it. *Leisure Suit Larry 3: Passionate Patti in Pursuit of the Pulsating Pectorals* is a linear adventure game; in order to proceed you must solve most of the puzzles in the order they are presented. Thus, this book is divided into chapters by women you "encounter."

Before proceeding, take a moment right now to read the reference card that came with your game and experiment with all the items in the menu bar.

The whole point of playing *Leisure Suit Larry 3: Passionate Patti in Pursuit of the Pulsating Pectorals* is to discover its puzzles and then discover the solutions to them. However, some puzzles may be so well hidden or so obtuse that you do not know where to begin. Or, this may be your first experience with an adventure game. Don't feel bad if you are occasionally stuck.

### How to use a hint book

When you get stumped, look through this book to find your current flame. Then hunt for a question close to your problem. Since hints progress from "mildly helpful" to "strong" to "here's the answer!" It is best to read them individually and in sequence. Place your "Adventure Window Card" over each answer to read it. Throughout this book directions assume that North is towards the top of your screen, South to the bottom, West to the left, and East to the right. Words within "quotation marks" are to be typed into the program exactly as shown.

### How NOT to use a hint book

It is no fun to just scan through the book reading all the answers! Read only those hints absolutely necessary, and as few of those as you can. Beware, you may find one or more fake questions hidden here or there throughout this book.

### If you have finished the game...

Only after you have completed *Leisure Suit Larry 3: Passionate Patti in Pursuit of the Pulsating Pectorals*, do we invite you to read the final chapter of this book. It contains several "potent" sections you will enjoy. But be very cautious! Do not look at it until you have actually seen "The End."

Thank you...

...for purchasing *Larry 3* and this hint book. I hope you have found it humorous and challenging. If so, I encourage you to look into Sierra's other 3-D graphic, animated adventure games!

Al Lowe

## General Questions

All I do is wander about! What sort of fun is this?

- Read the documentation in other games and follow their guides.
- Right-click through these links below this:

  - [Google Support](#)
  - [Microsoft Support](#)
  - [Apple Support](#)
  - [Sony Support](#)
  - [Sony Support](#)

What is the point of this game anyway?

- The point of the game is to have fun. It's a game, not a task. You're not here to learn anything—just have fun. The game has a lot of hidden secrets and surprises, so don't be afraid to explore. You never know what you might find!
- Look at the screenshots above to see what's possible.
- If you're getting stuck, try looking up answers online or asking for help.
- If you're having trouble navigating the game, try pressing the question mark key.

I am having trouble making the game understand me.

- Try changing the orientation of the screen in your device settings. If that doesn't work, try restarting the game. If that still doesn't work, try restarting the device.
- If none of that works, try using a different device. But it should work fine if you're using the right one.
- If it's not working, let me know so that I can fix it for all of us.

I'm tired of dying and starting over again from the beginning.

- Don't worry, this is normal. Just keep trying. You'll get there eventually.

It's been 20 years since the last time I played this game. I'm curious to see if it's still as good as I remember. I think it is, but I'm not sure. I'm going to play it again and see if I can remember more details. I hope you enjoy it too!

How come my score went down?

- Because you didn't score well enough.
- That's a good reason to keep going and try again.

Larry walks too slow. Is there any way of speeding up this game?

- There is no way to speed up the game. The game is designed to move slowly, and the speed is constant. You can't make it faster or slower.
- The game is intentionally slow to give players time to think and explore.

What good is the "Boss Key"?

- The Boss Key is used to skip the boss fight when you don't want to play it again. It's a good idea to have it handy.
- You can't skip the boss fight if you've already beaten it.
- You can't skip the boss fight if you're playing online.
- You can't skip the boss fight if you're playing offline.

Do I have to pass that trivia test *every* time I play?

- No, you don't have to pass the trivia test every time you play. You can skip it if you want to.
- The "Kiddie Click" button lets you skip the test (select "Skip Test"). The game will automatically skip to the next level after passing the trivia test. Otherwise, you'll be prompted to take the trivia test again.

I'm having trouble reading the text messages in the darker areas of the game.

- Turn on your device's night mode or change the font color to a lighter color. Some phones have night mode and brightness controls to help you see better in the dark.

## General Questions

All I do is wander about and look at things.

Read the documentation that came with your game.

Search carefully through every place you find.

Things change in this game.

Return to your (former) home and explore there.

"Open the mailbox."

"Look in the mailbox."

How to get out of this game anyway?

You are Larry Laffer, a balding, 43-year old, a-romantic jerk who thought he was a swinging single until he found true love. He was mistaken. You've given up on commitment and now are out just to have a good time!

There are many ways to achieve your goal, but (as in real life) you have no idea what they are. To help you get started, here are three easy steps to adventure gaming:

"Look at" everything, everyone, everywhere.

"Talk to" everyone you meet.

"Take" anything that is not nailed down. If you can, it will probably be useful later.

Use complete English sentences, in the form of a command, such as "stick my salami in the bun," "look at her legs," "give the gold to the troll." (Trust me. That's one phrase you'll never type in this game!)

It could just be that what you are trying is a good idea, but it should really be tried later in the game.

Or, it very well may be that it will never work at all.

Everyone fails a lot in adventure games. That's one reason it is so satisfying when you finally finish one.

Be sure to save your game periodically as you progress. Adventure games are designed to be saved and restored, so you don't have to start from the beginning every time you make a mistake. Refer to your manual for specific instructions for your computer.

How does one accomplish this?

Simple. You did something wrong.

If this happens, restore a saved game and try something else.

How much faster or slower can my game run without losing its saves?

Read the copy of *Nontoonyt Tonite* magazine that came with your game. You will find instructions concerning changing speeds (on most computers the plus and minus keys make Larry go faster and slower).

On some computers, scenes with lots of animation may run at normal speed even at Fast speed.

A good way to keep from getting fired when you get caught playing games when you should be working!

No, there is no way to return to where you were, except to "Restore."

You shouldn't be playing games at work, anyway!

Why are you reading this? You know I don't condone enjoying yourself while working!

Can I pause the game when I'm not actively trying to play?

No, not if you have saved a game at the Filth level you wish to play. When the "Reality Check" window asks your age, select "13-17." The game will welcome you to the Clean level and bypass the trivia quiz. Once you're on Vista Point, restore your saved game. Everything will be restored exactly as it was, including your Filth level.

Select "Text Color" from the menu and change the color. But better still, adjust your monitor's contrast and brightness controls so you can see its full range of colors.

## How can I see objects I've collected.

It's not like "I can't see it" and the others have. You just need to move around  
so they are in your field of vision. This is hard to do.

It's not the difficulty of seeing an object either. It's the place in the game.  
See, you can't see it in the room with the door open.

## It's a jungle out there!

## How do I find my way around this island?

I always use a map.

The easiest way is to walk, since there's little vegetation and rocks. Just go left and right.

From way in here, just go left and right.

## Where is Natives, Inc.?

Find them here in front of the house with the balcony and the blue door.

## How do I find the beach?

It's right across the beach from the cabin. It's open, so it's not covered.

## Where did you hide Fat City?

WHERE IN THE WORLD would we keep such a secret? The most logical  
place is impossible.

This is the same last week of the Custer Mission.

Cabin #104 from the staircase - outside of the cabin.

## Is there really a law firm on this island?

Refer to the scene where the Humane Health approved the wind energy  
project application.

This is the place just west of the Cabin #104.

Five rooms from the north entrance to the cabin.

Wind energy under the roof of the Cabin #104.

## What good is that newspaper? I can't even take it with me.

Actually there are 20 in the game. 2000 more pieces to the puzzle.

Such him away from the others you bought the game.

## Where are those nectarines? They *must* be important!

No they aren't. You don't care about them.

These are nectarines and there is no game.

Well if you have trouble getting through the batman menu you may want to  
Play the game again.

See if you can't find the nectarines. You can't take the fruit because you can't  
pick them up.

## Talking to Tawni

## Where are the women in this game? How's a poor dorky guy like me get lucky?

You can't find the women in this game so I simplified the current situation to the  
game.

Water blossoms. We use blossom to represent our girls.

Just the other. This is well covered by the book.

## Where is Tawni? How do I find her?

There is no special fan the beach and after you get tired.

The house is the south of the beach in front of the cabin.

Tawni (Cabin) is right in the middle. Just look inside where she is.

She is also very tall. Watch how she runs things from any vendor who happens  
to walk along her back.

## What is the favorite possession of a mall-head?

Flash cards of friends.

While "I'm taken care of" There is the waiting for 200 to 300 minutes.  
The reason is that the code of 2000 (Humane health) says the game has to be  
played with 2000 pieces.

Follow the numbers. "Get the envelope." Or see Jason. "Look at Jason."  
"Call to him."

"The Del Shores book and

How can I see objects I've collected?

Just say "look at the" and the object's name. Be sure to refer to objects exactly as they are named on your inventory list.

Or, on the inventory list, select an object (either with the mouse or the TAB key) and press ENTER (or click with your mouse).

*It's a jungle out there!*

*How do I find my way around this island?*

Always draw a map.

The safest way is to walk into every little opening that looks like it will hold you.

If your way is blocked, assume there's no trail that way.

*There's no one here.*

From the fountain in front of the casino, simply *follow the flashing fickle finger offstage!*

From the fountain in front of the casino, go directly south (down your screen).

*Now where did I come from?*

Return to the scene where the telephone booth appeared for your George Reeves impression.

That is the scene just west of the Casino fountain.

Then go west from the southwest corner of the scene.

Return to the scene where the telephone booth appeared for your George Reeves impression.

That is the scene just west of the Casino fountain.

Head north from the northeast corner of the scene.

You'll soon encounter the offices of *Dewey, Cheatem & Howe*.

*It's only there to give you clues about your progress in the game.*

You don't need it — remember: you bought this hint book!

*Where are those nectarines? They must be important!*

No, they're not. But they are a *capital* idea!

There are no nectarines anywhere in the game.

But if you have trouble getting through the bamboo maze you may use that song to help you *initially*.

See *In Pursuit of the Pulsating Pectorals* below for further bamboo maze advice.

*There are no women in this game. There is a pony riding guy and a...*

Enter *Natives, Inc.* so Chairman Kenneth can fire you.

Soon thereafter, Tawni will appear on the beach.

*There is no beach here.*

Tawni will appear on the beach soon after you get fired.

The beach is just south of the fountain in front of the casino.

I hear Tawni is only after one thing! (I just wish I knew what it was!)

She loves to shop. Watch how she buys things from any vendor who happens to stroll along her beach.

*Credit cards, of course!*

What? You have no credit card? There is one waiting for you in your mailbox.

The mailbox is on the wall of your (former) home, near the gate that Kalalau always keeps locked.

"Open the mailbox." "Get the envelope." Go see Tawni. "Look at Tawni." "Talk to her."

"Give her the credit card."

**There's a showroom in the casino, but I can't get in.**

It's not open to the public, you know.

What does that mean, what does it?

It's the most淫靡的 show in the city. Tawni's pinup.

Well, I didn't have one pair of pants left, but I made it through the Tawni show.

**The maitre d' says there are no more seats for the show.**

She's trying to tell me that I'm not welcome.

And you think she says that? That's just her way of being a bitch.

He's expecting something else.

Like?

Even the money and the maitre d'?

**I'm broke! Where can I earn some money?**

How about?

Cherri Tart? She's got some cash.

You know, self-sacrifice won't do much to determine who likes whom.

**I think Tawni still has some money. But how can I get it?**

Remember the knife to buy. So, we'll be working.

Make a deal with Tawni, then whatever you find from her.

Take the straight road.

Keep the knife and keep with the knife!

**Tawni recognizes me and refuses to deal.**

She's been here.

The answer: Easy. Just take those native boys.

So, the room like a native.

**I'd love to "go native" but I'm just not dressed for the occasion.**

But the room is so clean. I don't want to be a clump of hair, under grime, and sweat.

**Look outside and it's very bright.**

Surely the lights are started outside the room.

We've taken from the series.

It's not good times.

Or anyone who gets into the business and ends up here.

**It's the show, nothing else.**

**Where's a guy go to change his clothes?**

There the bathroom in front of the dressing room is just behind them.

Now, I had to change my clothes which looks something like a 5-star suit.

**I'm so boring — even my ginsu knife is dull.**

**It's the knife that kills. And it's sharp. Like this.**

You need something like Sherman and Tawni to sharpen it.

Or give me some liquid metal to melt it.

Perhaps you could do that.

I could always add some to the knife.

Work to the knife. I changed the blade and the knife.

**I'm wandering around after chasing Tawni off her towel. Now what do I do?**

**It's the base case. What's the best way to take it off?**

Get her down on her knees.

Or do the sex and take it off manually by hand in the ass.

**Charming Cherri**

**I've seen the show in the showroom. Now what?**

Go back to Tawni. Hungry, but should the knife. Don't worry, I'll be there.

**I've talked to Cherri Tart, but to no avail.**

Don't worry, she wants to go native. So, just wait for the moment.

There's a show going in the casino, but I can't get in.

Did you show the *maitre d'* your pass?

What do you mean, what pass?

It's in your copy of *Nontoonyt Tonite* magazine.

No, really! "Show my pass to the *maitre d'*" even though it's not in your inventory.

So... you're reading this expecting a *tip*?

All *maitre d'*s say that. That's just his line.

He's expecting something else.

Yep; a tip!

"Give the money to the *maitre d'*."

You can't.

That's not to say you can't get money!

You must sell something you have to someone who loves to buy.

Remember, she lives to buy. So, sell her something.

Make it yourself from something you find lying around.

Use the granadilla wood.

"Carve the granadilla wood with the knife."

You need a disguise.

She always buys things from those native guys...

...so dress up like a native.

Somewhere on *Nontoonyt Island* there is a clump of tall, slender grass perfectly suited for weaving.

Look outside *Chip 'n' Dale's* nightclub.

Something sharp is required to cut the grass.

"Weave a skirt from the grass."

"Wear the grass skirt."

Of course, you can't change clothes just anywhere.

Find the cabana behind the casino.

From the fountain in front of the casino, walk east behind the steps.

You'll find a changing cabana (which looks remarkably like a 3-holer outhouse).

Really, Larry; you must learn to *hone* your thinking.

You need something flat, smooth and hard to sharpen it.

You've probably *stepped* right over it already.

Perhaps you even *stained* at it!

Use the stairs leading into the casino.

Walk to the steps. "Sharpen the knife on the steps."

If you have some money, you may want to take in a show.

Go to the showroom in the casino.

It's up the stairs and down the mirrored hallway to the left.

Go back to the lobby. Hanging out around the stage door might *indeed land* you a chance to meet Cherri Tart.

Remember: she wants to give up show biz and move to the country.

Divorce with disputed legal expenses? No problem.

Divorce can be hard and expensive. We have ways to keep it simple and inexpensive.

How many lawyers do you have? That's how many people you have to pay. That's why we've created a new way to divorce. It's called **Divorce Simplified**.

### Cherri is waiting for me backstage. What do I do?

The answer:

Call your lawyer.

She'll tell you not to go to see her again. If you decide to ignore her, she'll tell you to stop coming.

### I've talked to Suzi and she said Roger would prepare my deed. Yet he says it is not ready yet.

Don't worry. You can still get your money. Just forget about the deed.

It's important to remember: NOT ALL ATTORNEYS ARE THE SAME. Find the right attorney for you.

Enter **Divorce Simplified**. They'll work for the same price as lawyers, but they'll give you more time to live your life.

### Seducing Suzi

#### Those lawyers are never in!

"I'm in here!" Every lawyer tells us how efficient they are. But the truth is, they're not always there. Not only when you need them. You won't need to call them. Seducing Suzi with **Divorce Simplified** is all you need.

#### I've talked to Roger the receptionist until I'm blue in the face. What does he want, anyway?

The answer: **Divorce Simplified**.

You'll have peace with **Divorce Simplified**.

Years from now, you'll be glad you did.

### I need \$500 for my divorce. Where can I find that much money?

If you don't bring the world to him, Dartmouth will find the money. By going around him in the process. Work on the **Divorce Simplified** program and you'll have no cash flow.

Cherri will tell you why you are backstage.

### I'm so embarrassed! I could just die. Wait a minute — I *did* just die!!

Everyone is still talking about **Divorce Simplified**. When you work with us, you'll be the last one to be talked about. Because **Divorce Simplified** is the best.

### Suzi refuses to be seduced. I've seen her twice, and now she's not around. Where did I go wrong?

Don't worry. You're probably the victim of a bad attitude or strategy.

Call **Divorce Simplified** and we'll teach you the right attitude immediately.

Work with **Divorce Simplified** and you'll be the last one to be talked about. Because **Divorce Simplified** is the best.

### Bopping with Bambi at *Fat City*

#### Is *Fat City* always closed?

It's not. It's open when the bank is available to loan.

But **Divorce Simplified** has more specific interests, and we're not interested in loans. We're interested in closing the deal.

The fact that a bank expects you to close the deal by Friday is irrelevant.

Most of the time, it takes more than a week to close a deal. Just **Divorce Simplified** can bring the attorney's office to the divorce because...

### I'm in the locker room. Which one is mine?

Don't worry. You're not alone. **Divorce Simplified** is the best.

Because **Divorce Simplified** is the best. And the best is the best.

Consider what happened to you at the beginning of the game?

According to ancient island tradition, all land goes to the husband when a marriage is dissolved.

Your marriage dissolved dramatically! Therefore, you have plenty of land.

"Offer my land to Cherri" while looking into her eyes.

Find a lawyer.

Ask her about your land.

She'll arrange for you to receive a written, legal transference of property.

Take that deed backstage to Cherri Tart.

Just leave that scene and return again. He'll get right to work on it.

"Ask Roger about my land deed."

Be sure you've talked to Cherri about the land. Once you do, Suzi Cheatem will be *In*.

Enter *Dewey, Cheatem & Howe* and walk to the secretary's desk.

"Ask Roger about my land deed." If *he's busy*, just wait a few seconds. He never works very long at one time.

They're busy! They have lots of *legal affairs*!

One will become free, but only when you need her.

You won't need her until you progress with Cherri Tart.

See *Charming Cherri* above.

He's waiting until you "ask Roger about my land."

Your first meeting with Suzi Cheatem is free.

Your second meeting requires \$500.

If you deal properly with Cherri Tart, you'll find the money flying to you.

Obtain the land deed., Walk to the showroom stage door and "knock on the stage door."

Cherri will, um, er, *help* you out backstage.

How you wish you had studied with Arthur Murray when you were younger.

After taking center-stage at the head of the runway, "dance" your legs off!

You went wrong by returning backstage too quickly.

You need not change out of your feathered costume immediately.

Wear your feathery outfit to *Dewey, Cheatem & Howe*. Pay Roger your \$500. Hang onto your tailfeathers!

It will be open when you have a membership card.

No, you can't just join. Just like Groucho, *you wouldn't want to join any club that would have you for a member!*

You can find a spa membership keycard inadvertently placed inside something.

You'll receive it after you meet with your *crack attorney*, Suzi Cheatem!

After leaving the attorney's office, "examine the divorce decree."

Have you carefully examined your spa membership card?

If you can't find the answer on the front of your card, then check back.

I've got the answers, read the riddles and see if you know them.

Remember the track of the spy agent?

Take your place in the chamber to make it work.

### I know my locker number, but all these lockers look alike.

Answer to this is in this incomprehensible sentence:

Search for my locker" will tell you when you are getting warmer.

This is the usual and common way you can work.

Same for the password of the locker, but I'll give it to you people who can figure out the working procedure of these agents!

A Revision, which will give the following easier keys instead of the riddles to help you guess the password:

### I've found my locker, but it won't open. What's the combination?

On the back of the locker pad, you'll find the names of three medicines.

Remember the track of the spy agent?

Each has its own specific name in Aerobics Studio combination.

Each on a different place.

The page numbers are your locker combination.

### Somebody stole my clothes!

It's not just because she's been away from home,

Please you have to come and see me,

Give your clothes and leave them for going to work.

### I'm all wet! Am I destined to stay that way?

Get some water, get some water, get some water,

At the beginning of the year 2005 2006 2007 2008 2009 2010

Remember Santa Beach and our floors is soiled.

### I've worked out, but am still too chunky for Bambi's tastes.

It's time to go, please help us to get rid of

the clutter until we gain control over those extra kilos, we are determined

To make us fit the measure on each of the first six days, statistics

Will be available in end of the year file, but try to be right now.

10002000 10001000 1000 1000 1000

### She complains about my fragrance!

She likes another smell you expensive perfume.

She said "you smell" in the shower.

She said "you smell bad" when you are sleeping at night. It's up to you decide.

### Bambi wants something. What is it?

She said just go back to Bambi. She'll always have current problem with her.

1000 2000 1000 1000 1000 1000 1000 1000 1000

### Bambi was in her aerobics studio, but now she's gone!

She said "you need to go to her aerobics studio and bring her back."

1000 1000 1000 1000 1000 1000 1000 1000 1000

### Procuring Patti

#### Patti wants nothing to do with me because I'm a married man.

1000 2000 1000 1000 1000 1000 1000 1000

1000 1000 1000 1000 1000 1000 1000 1000

1000 1000 1000 1000 1000 1000 1000 1000

1000 1000 1000 1000 1000 1000 1000 1000

1000 1000 1000 1000 1000 1000 1000 1000

1000 1000 1000 1000 1000 1000 1000 1000

1000 1000 1000 1000 1000 1000 1000 1000

### Patti wants some gift. But what is it?

1000 2000 1000 1000 1000 1000 1000 1000

*Check back* means read the back side of the keycard.

"Examine the back of the keycard."

There you'll see the number to your locker.

Number 69 is in the worst possible location.

"Search for my locker" tells you when you are getting warmer.

It is as far west and north as you can walk.

Sure, I could have made it easier, but I just love to hear people complain about walking through all those angles!

Attention, whiners: use the keyboard cursor keys instead of the mouse. To walk diagonally, press the 1, 3, 7 and 9 keys.

On the back of the keycard, you'll find the names of three businesses.

"Examine the back of the spa keycard."

Each business advertises in *Nontoonyt Tonite* magazine.

Each on a different page.

The page numbers are your locker's combination.

You left that locker door open, didn't you?

I hope you have a recent saved game.

Once your clothes are gone, they're gone for good!

Can't dry off, eh? A towel would help.

At the beginning of the game you met a woman on a towel.

Return to Sunaffa Beach and get Tawni's towel.

You must learn perseverance, Larry.

Exercise until the game informs you how many exercises you have done.

You must see the message on each of the four exercise stations.

Three of them are in front of the machine, but one is to the right rear.

"Exercise" at each position, then "stand up."

You must shower after you exercise at *Fat City*.

You must "use soap" in the shower.

You must "use deodorant" while you are standing in front of your open locker.

Have you tried to "talk to Bambi?" She'll discuss her current project with you.

She's asking you for help. So, "help her with her video."

She only stays around until you leave *Fat City* after becoming svelte. If you miss her, you miss her!

So? Get a divorce.

Visit good ol' *Dewey, Cheatem & Howe*.

"Ask Roger about my divorce."

Enter Suzi's office. "Sit." "I want a divorce."

Leave *DCH*. Walk outside. Turn around and walk back inside. Roger will have prepared your divorce decree rather quickly!

Return to the piano bar, sit down and "look at Patti."

"Give my divorce decree to Patti."

Remember, women love to get flowers.

How do I get past her?

Patti has given me flowers.

The flowers are dead and wilting. But she just beezed me  
out of my job in the back yard and made me clean up after her.  
She's so darned self-centered.

How do I get Patti to like me better?

Patti says my flowers are old and wilted, but I can't get any more!

It's an open secret that I'm not allowed to have back yard flowers.  
Please consider your career options before you decide to  
associate with us.

She complains about my fragrance!

She thinks she smells bad because of me.  
She must have smelly clothes.  
You can't just complain without saying something to start our臭味战.

Patti claims she is interested in me. What should I do?

Buy her flowers in the garden?

Ask Patti for a date?

Stand back?

Patti has given me the key to her room, but I can't find anything to drink.

I've got a bottle of beer with some nice hairs on it in the back garden.  
Where is the nice flower on the balcony where they've never been? I  
haven't had time to go there yet. You'll have to take off your coat and go outside.  
I'm not going to be able to get past her.

How do I get it up? (The elevator, that is!)

The only way is to kissin' Dale's pectorals key in case.

It's a good idea to kiss Dale's pectorals key, which need to stand more like living  
things than like the elevator door.

I'm in Patti's penthouse. How do I get things started?

The old dormitory method of mine. That's right.

How do I get out?

The only way is to kissin' Dale's pectorals key in case.

Is there anyway to avoid watching that long scene in the penthouse?

Stay away from the balcony.

## In Pursuit of the Pulsating Pectorals

I think I should wear more than just a dress. Don't I own any undergarments?

Many are on the dining room table and in the right-hand dressing room.

Stay away from your breasts, pectorals and nipples.

What's inside Chip 'n' Dale's? How do I get in?

With a kiss and two dollars to play. The secret is:

Please you remember to wear clothes or something?

Walk at your piano in the bamboo room that's located at the bottom.

It's my best friend piano.

Play the piano?

What good is Dale? I can't get him to tell me anything.

Just asking you the soldiers to the Bamboo Room. You can keep your  
bamboo room.

How do I get through that bamboo forest maze?

The maze is impossible. Just don't get lost with what you want to hear.

What's your favorite to hear? It's a hard

The Neumann song in Bamboo Room. I hate it a couple ideas although it doesn't  
sound so terrible.

Think about that. Some Xanax will help. Kiss Dale At The Bottom.

Break the first layer of skin in the Bamboo Room in Waterfall.

Find the broken bottle and kiss Dale At The Bottom.

The umbrella gets you the correct path through the maze.

You are in the islands.

Pick her some orchids.

The orchids are in a cave overlooking the beach. Enter the cave by means of a small opening in the rock wall just outside the door to *Chip 'n' Dale's*.

"Weave the orchids into a lei."

While looking at Patti's face, "give her the lei."

Patti says no! You're a nice girl, but I can't necessary afford

If you have this problem, just go ahead and "give Patti the orchids" anyway. Once you do, you may return to the orchid cave and replenish your supply.

She continues about my fitness needs:

You must shower after you exercise at *Fat City*.

You must "use soap" in the shower.

You must "use deodorant" while you are standing in front of your open locker.

Boy, you are new at this, aren't you?

"Ask Patti for a date."

Stand back!

To get a bottle of fresh wine, you may have to endure a little stale humor.

Where is the only place on the island where they serve drinks?

Yep! Head for *The Comedy Hut*. You'll find a bottle of wine sitting on the table in the center of the room.

The only way is to "insert Patti's penthouse key in nine."

If you don't have Patti's room key, you need to spend more time sitting on that stool at the piano bar.

You did bring the bottle of wine, didn't you?

"Pour the wine."

The game will also accept many of your other, favorite, crude remarks.

Is there anyway to avoid watching that love scene in the penthouse?

Sure. Just press F8 to bypass the scene.

I think I already went there. Then just a dream. Don't I always buy undergarments?

They are on the dressing table just to the right of your dressing screen. Before leaving, wear your brassiere, panties and pantyhose.

All you need is a few dollars to please the *maitre d'*.

Have you returned to your place of employment?

Walk to your piano in the casino piano bar. "Look at the piano."

"Take my tips from the piano."

"Pay the *maitre d'*."

He's telling you the solution to the bamboo maze lies in your copy of *Nontoonyt Tonite*.

How do you solve the bamboo maze?

The maze is mappable, but that's probably not what you want to hear, is it?

What you do want to hear is a song.

The Nectarine song in *Nontoonyt Tonite* is a capital idea although it doesn't seem so *initially*.

Think about this: *Some Songs Will Save Nice Exotic Singers!*

Notice the first letter of every word in the Nectarine song is capitalized.

Notice those letters are only N, S, E, and W. You guessed it!

The initials tell you the correct route through the maze.

I keep dying of thirst in the bamboo.

I'm going to need to cross

so I can get something to drink.

So I track back the path I took and crashed the last of my

water bottles into the waterfall.

I'm through the bamboo forest but can't get past the waterfall.

More water! I'm still above the cascades so I'll gather

as much as I can while I'm here. I'll just have to cross the

waterfall and then walk along the edge of the cliff beside the waterfall.

It's always the same, though.

Up the path down to the rock.

I've fallen onto a ledge and now I keep dying of thirst again!

What can I do? What help is this? I'm about to give up on this problem.

Wait, you fell into the bamboo forest just now. You walked beside a stream leading to a waterfall.

You're close to the stream. Don't fall its ways "get a drink from the stream."

There must be some way to cross that chasm beside the ledge with the two palm trees.

I've been here before. I know what to do.

Walk to the house around the ledge. Recognize those leaves?

Look up the direction for that leaves to the doorway.

Turn left, you were too busy to grab a dictionary.

That's right, it's a hemp plant. The dried flower-bunches and leaves of the hemp plant.

Now, do you know what hemp is, right?

Hemp is a tall plant, having stems that grow a foot thick and

over six feet long. What's wrong with that?

Well, I'm not a hemp.

There's no way to get across the chasm.

There's no way to get across the chasm.

There's no way to get across the chasm. There's no way to get across the chasm.

There's no way to get across the chasm.

There's no way to get across the chasm.

I get about halfway across the chasm and plummet to my death.

There's no way to get across the chasm.

There's no way to get across the chasm. By accident I end up in the river.

There's no way to get across the chasm. I'm drowning, remember? I was drowning when I fell off the cliff.

There's no way to get across the chasm. I don't believe you believe me, do you? Sims.

I make it across the chasm safely, but the game says I wonder what I forgot? What did I forget?

There's no way to get across the chasm.

There's no way to get across the chasm.

I'm just nuts about that pig!

There's no way to get across the chasm.

There's no way to get across the chasm.

There's no way to get across the chasm. I'm drowning, remember? I was drowning when I fell off the cliff.

There's no way to get across the chasm.

There's no way to get across the chasm. The path goes down to the bottom of the chasm.

There's no way to get across the chasm.

There's no way to get across the chasm. I remember the path goes down to the bottom of the chasm.

There's no way to get across the chasm. That's the problem.

There's no way to get across the chasm. I'm drowning.

I keep dying of thirst in the bamboo.

Take plenty of water to drink.

You need to pack a little something to drink.

Get a drink from the sink where you obtained the bar of soap.

Fill your empty bottle with water.

Most women complain about the solution to this puzzle.

In this case, a seemingly fragile article displays amazing tensile strength.

Walk near the large rock at the edge of the cliff beside the waterfall.

"Remove my pantyhose."

"Tie the pantyhose to the rock."

Recently, you were right beside the *solution* to your problem.

When you left the bamboo forest you walked beside a stream leading to a waterfall.

Move close to the stream (don't fall in!) and "get a drink from the stream."

Everything you need is visible to you.

Notice the border around the scene. Recognize those leaves?

Look up the definition for marijuana in the dictionary.

I knew you were too lazy to grab a dictionary:

**mar-i-jua-na** n. 1. Hemp. 2. The dried flower clusters and leaves of the hemp plant.

Of course you know what hemp is, right?

**hemp** n. 1. A tall plant... having stems that yield a coarse fiber used in cordage.

Of course you know what cordage is, right?

**cord-age** n. 1. Ropes.

That's right, "pick some marijuana."

"Weave a rope from the hemp."

Stand near the eastern palm tree and "throw the rope across the chasm."

"Tie the rope to the palm tree."

"Use the rope to cross the canyon."

Your delicate grasp is just not that strong.

You need a safety harness to secure your body to the rope.

Your long dress was a business deduction, remember? What do you care what happens to it?

"Make a harness from my dress" before you venture onto the rope.

Nothing. The message is only there to cause you grief.

Guess it worked!

That question is close to an answer.

You require an article of clothing to pass.

The answer involves your *Frederick's of Coarsegold* brassiere.

"Remove my brassiere."

What? You have no brassiere? My, Patti, you are a *swinger*. It's back to the penthouse for you!

"Put coconuts in my bra."

What? You have no coconuts? Remember the two palm trees growing on the ledge on the other side of the canyon?

"Climb the palm tree" on the right. "Take the coconuts."

No, there's no way back. Time for a restore!

**That river just kills me!**

It's like I'm drowning in my own tears while trying to find some way to breath.

This movie is so depressing.

How do I get off this set? I'm stuck in the river and I don't see any other options. I think I'll just have to drown myself.

Well, that's my final confession.

I'm drowning in my own tears.

**I've always hated the movie, *Deliverance* and now I'm in it!**

It's like I'm drowning in my own tears again.

It's like I'm drowning in my own tears again.

It's like I'm drowning in my own tears again.

It's like I'm drowning in my own tears again.

It's like I'm drowning in my own tears again.

It's like I'm drowning in my own tears again.

**I've finally found my man but we're trapped together in a cage suspended over a cannibal crockpot. Time is running out!**

It's like I'm drowning in my own tears again.

It's like I'm drowning in my own tears again.

It's like I'm drowning in my own tears again.

It's like I'm drowning in my own tears again.

It's like I'm drowning in my own tears again.

**I'm head over heels and not just for Larry. How do I get off the Space Quest set?**

It's like I'm drowning in my own tears again.

It's like I'm drowning in my own tears again.

It's like I'm drowning in my own tears again.

It's like I'm drowning in my own tears again.

Do you see anything in that river with more buoyancy than your 36C waterwings?

It's not conducive to swimming.

You need something to ride.

"Look at the river" and you'll see a log nearly hidden behind those reeds to the left.

"Pull the log into the current."

"Mount the log."

Yep, it's an arcade game sequence!

This one is easy though. Here are your helpful tips:

Do not use your mouse. Use a joystick or the keyboard during this sequence.

Press the down arrow once to move as far down the screen as possible. This will give you a few extra milliseconds to respond to the obstacles heading your way.

Save your game whenever you pass an obstacle.

Use more than one save game ("River 1" "River 2"). If you don't, you may save just as you are about to be killed. If you do, then you have no way out!

Always move to the far edges, then wait for an obstacle to appear. Immediately press an arrow key to move to the other side of the window. The obstacles mostly will go to where you were, not to where you are.

Of course, every so often this technique will kill you. (Ha, ha!) That's just so you don't think I'm too easy!

You must have a little magic in your life (and your inventory) in order to solve this one.

You shouldn't have been in such a hurry back at the piano bar. There was something there that you need here.

Look carefully at how the piano bar changes.

"Look at the menu." You'll see a magic marker. You need it here to escape from the witch doctor's magic.

You *did* want to play through the jungle again, didn't you? Think of all the new things you'll discover...

Notice your heart is not the only thing surging.

Look at the machine on the floor of the set

It's plugged in.

Pull the plug.



## PROJECTS

**WARNING:** Do not read this section unless you have finished the game. It contains specific information that will spoil the game for you!

Object	Description	Where	Action
Credit Card	inside your former mailbox	give to Tawni on beach	
Knife	get from Tawni on beach	carve wood anywhere	
Wood	below Vista Point	carve it anywhere	
Erotic Sculpture	carved anywhere	sell it to Tawni on beach	
Grass	outside <i>Chip 'n' Dale's</i>	weave it anywhere	
Grass Skirt	woven anywhere	wear it in cabana behind casino	
\$20 Dollar Bill	get from Tawni on the beach	showroom lobby	
Keycard	<i>Dewey, Cheatem &amp; Howe</i> on the beach	<i>Fat City</i> lobby	Look at plaque
Towel		<i>Fat City</i> locker room	Look through binoculars
Soap	cabana behind casino	<i>Fat City</i> shower room	drink water from sink
Land Deed	<i>Dewey, Cheatem &amp; Howe</i> showroom	backstage with Cherri	sunbathe
\$500 in Ones	<i>Dewey, Cheatem &amp; Howe</i>	Dewey Cheatem & Howe	
Divorce		Patti's piano bar	look in mirror
Orchids	cave above the city	weave lei anywhere	take credit card from mailbox
Quick Lei	woven anywhere	Patti's piano bar	make it with Tawni
Penthouse Key	Patti	penthouse elevator	receive ginsu knife from Tawni
Bottle of Wine	<i>The Comedy Hut</i>	Patti's penthouse	sharpen knife
Panties	penthouse	<i>Chip 'n' Dale's</i>	take granadilla wood
Pantyhose	penthouse	near waterfall	carve wood with knife
Bra	penthouse	on pig in Porky Park	cut grass with knife
Dress	penthouse	marijuana ledge	weave grass skirt
Empty Bottle	penthouse	casino cabana	wear grass skirt
\$43 in Tips	piano bar	<i>Chip 'n' Dale's</i>	sell erotic sculpture to Tawni
Magic Marker	piano bar	cannibal village	talk to Al in Comedy Hut
Bottle of Water	casino cabana	bamboo maze	stay through end of Paul Paul's routine
Marijuana	marijuana ledge	marijuana ledge	
Rope	marijuana ledge	marijuana ledge	
Coconuts	marijuana ledge	Porky Park	

## Points

**WARNING:** Do not read this section unless you have finished the game. It contains specific information that will spoil the game for you!

# of Points	Where	Action
2	Vista Point	Look at plaque
2	Vista Point	Look through binoculars
2	Casino cabana	drink water from sink
30	Sunaffa Beach	sunbathe
2	Casino	look in mirror
20	the Laffer Estate	take credit card from mailbox
50	Sunaffa Beach	make it with Tawni
40	Sunaffa Beach	receive ginsu knife from Tawni
50	Casino entrance stairs	sharpen knife
2	below Vista Point	take granadilla wood
50	anywhere	carve wood with knife
20	outside <i>Chip 'n' Dale's</i>	cut grass with knife
30	anywhere	weave grass skirt
10	Casino cabana	wear grass skirt
35	Sunaffa Beach	sell erotic sculpture to Tawni
5	<i>The Comedy Hut</i>	talk to Al in Comedy Hut
100	<i>The Comedy Hut</i>	stay through end of Paul Paul's routine
50	Casino showroom lobby	tip maitre d'
5	Casino showroom lobby	look at Cherri Tart
25	Casino showroom lobby	offer land deed to Cherri
25	backstage	make it with Cherri
43	on stage	dance in your feathered costume
25	backstage	wear your leisure suit after dancing

Points

Where

Action

**Suzi Cheatem**

10	Friend Cheated on Mom	Get home photo book
20	Friend Cheated on Mom	Take photo book
30	Mother Uninvited to Town	Get photo from Roger
40	Second Chance to Son	Give \$500 to Roger
50	Son's Infidelity	Take photo book of feathers
60	Mother Cheated on Son	Send photo to Roger

**Bambi**

5	Small Bird	Take photo
10	Small Bird Saw	Take photo of small bird
20	Small Bird	Send photo to son
30	Small Bird	Get photo of mom
40	Small Bird	Take photo of mom's photo book
50	Small Bird	Open book
60	Small Bird	Take photo
70	Small Bird	Get photo book
80	Small Bird	Take photo of mom's photo book
90	Small Bird	Send photo
100	Small Bird	Get photo of mom's photo book
110	Small Bird	Take photo
120	Small Bird	Get photo book
130	Small Bird	Send photo to son
140	Small Bird	Get photo of mom
150	Small Bird	Take photo of mom's photo book
160	Small Bird	Open book
170	Small Bird	Take photo
180	Small Bird	Get photo book
190	Small Bird	Send photo to son
200	Small Bird	Get photo of mom
210	Small Bird	Take photo of mom's photo book
220	Small Bird	Open book
230	Small Bird	Take photo
240	Small Bird	Get photo book
250	Small Bird	Send photo to son
260	Small Bird	Get photo of mom
270	Small Bird	Take photo of mom's photo book
280	Small Bird	Open book
290	Small Bird	Take photo
300	Small Bird	Get photo book

**Patti**

5	Princess	Princess
10	Princess	Take photo
15	Princess	Take photo
20	Princess	Show Princess photo to Patti
25	Princess	Take photo of Patti
30	Princess	Take photo of Patti
35	Princess	Take photo of Patti

Points

Where

Action

10	Princess	Take photo of Patti
20	Princess	Take photo of Patti
30	Princess	Take photo of Patti
40	Princess	Take photo of Patti

**In Pursuit of the Pulsating Pectorals**

5	Princess	Take photo
10	Princess	Take photo
15	Princess	Take photo
20	Princess	Take photo
25	Princess	Take photo
30	Princess	Take photo
35	Princess	Take photo
40	Princess	Take photo
45	Princess	Take photo
50	Princess	Take photo
55	Princess	Take photo
60	Princess	Take photo
65	Princess	Take photo
70	Princess	Take photo
75	Princess	Take photo
80	Princess	Take photo
85	Princess	Take photo
90	Princess	Take photo
95	Princess	Take photo
100	Princess	Take photo
110	Princess	Take photo
120	Princess	Take photo
130	Princess	Take photo
140	Princess	Take photo
150	Princess	Take photo
160	Princess	Take photo
170	Princess	Take photo
180	Princess	Take photo
190	Princess	Take photo
200	Princess	Take photo

Actions	Actions	Actions	Actions
10 Dewey, Cheatem & Howe	ask Roger about land	25 piano bar	get key to Patti's penthouse
30 Suzi's office	ask Suzi about land	15 <i>The Comedy Hut</i>	take bottle of wine
20 Dewey, Cheatem & Howe	get deed from Roger	4 elevator	press button for 9th floor
10 Dewey, Cheatem & Howe	give \$500 to Roger	500 Patti's penthouse	make love to Patti
100 Suzi's office	make it with Suzi in feathers	25 penthouse	take empty bottle
20 Dewey, Cheatem & Howe	get divorce decree from Roger	20 penthouse	wear panties
2 Sunaffa Beach	take towel	20 penthouse	wear bra
12 Casino cabana sink	take soap-on-a-rope	20 penthouse	wear pantyhose
100 anywhere	find keycard on your own	10 penthouse	wear dress
65 anywhere	read back of keycard	50 piano bar	take magic marker
3 lobby	use keycard to enter locker room	37 Casino cabana	fill wine bottle with water
100 locker room	open locker	25 piano bar	take tip jar
4 locker room	wear sweatsuit	43 outside <i>Chip 'n' Dale's</i>	give your \$43 to <i>maitre d'</i>
100 weight room	get buffed out	100 <i>Chip 'n' Dale's</i>	throw panties to Dale
60 shower room	use soap in shower	1 <i>Chip 'n' Dale's</i>	look at Dale
22 at locker	dry off	20 bamboo maze	drink water from bottle
27 at locker	use deodorant	100 bamboo maze	complete bamboo maze
3 lobby	use keycard to enter aerobics studio	42 beside the waterfall	drink water from stream
99 aerobics classroom	make it with Bambi	15 beside the waterfall	remove pantyhose
3 lobby	enter tanning booth	40 beside the waterfall	tie pantyhose to rock
25 orchid cave	pick orchids	10 on Marijuana Ledge	get pot
50 anywhere	make lei	100 on Marijuana Ledge	weave a rope
5 piano bar	look at Patti	25 on Marijuana Ledge	take coconuts
100 piano bar	show divorce decree to Patti	20 on Marijuana Ledge	throw rope across chasm
100 piano bar	give lei to Patti	20 on Marijuana Ledge	tie rope to tree
100 piano bar	ask Patti for a date	50 on Marijuana Ledge	rip dress to make safety harness
		5 in Porky Park	remove bra
		45 in Porky Park	put coconuts in bra
		100 in Porky Park	throw bra at feral pig

- M - Results in Logging Rule
- D - Develop the Logging Rule
- L - Log the Logging Rule

- P - put the new rule into effect
- R - report log
- C - complete rule

## Together Again

“I have the book here.”

“We should have

“and the Source Code of Jack.”

“implies that gravity matching”

“Massively Possible.”

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## Did You Try This?

“Look at the character icon Vista from the Help menu of the game.”

“Look through the “Anecdotes” on the Help menu.”

“Look to the right of the “Close” of the window bar.”

“Look to the garage car beside the garage.”

“Look behind the TV in your set.”

“Knock on the showroom stage door. Peter Cherniwczynski”

“Says it again when you answer the show questions.”

“Plantation” on Saffron Beach until you turned to a corner.

“Fall into the dust after the rest of the zombies did so.”

“With an Anger Wall,” which is a wall of fire’s a piano key.”

“Hipp Hipp.” When he was sitting in front of piano keys.

“With Pian to “Play a typical” while you’re sitting at the piano bar.” From 2010 songs when you can sit the piano, and when you learn the close-up action track. She plays random selections of music from throughout the game. This is particularly suitable if you have a music card and would like to do a date. Give music to your friends without playing the music game.

“Experience the magic of “To Let” (see later). Once it’s done, you can play from memory.”

“Throw your names at home,” while he’s sitting.

“Smile the maximum,” instead of using it for a reply.

“Una sonrisa en los rostros amigables más continuamente throughout the game.”

10	beside the Raging River	pull log away from shore
20	beside the Raging River	mount log
150	whitewater log ride	complete ride

To get extra points:

500	above the cook pot	use magic marker
40	on the <i>Space Quest II</i> set	unplug anti-gravity machine
<hr/> Maximum Points Possible		

#### Did You Try This?

- "Look at the plaque" up on Vista Point (the first scene of the game)?
- "Look through the binoculars" up on Vista Point?
- "Look in the hole in the floor" of the cabana stall?
- "Look in the garbage can" beside the cabana?
- "Feel behind the television set" while it is on?
- "Knock on the showroom stage door" before Cherri entered it?
- Don't dance when you are on the showroom stage?
- "Sunbathe" on Sunaffa Beach until you burned to a crisp?
- Walk into the dark area at the rear of the aerobics studio?
- "Talk to Roger Wilco" when he was sitting at Patti's piano bar?
- "Help Elvis" when he was sitting at Patti's piano bar?
- Ask Patti to "play a request" while you are sitting at the piano bar? (This only works when you can see the piano, not when you look at the close-up of her face.) She plays random selections of music from throughout the game. This is particularly valuable if you have a music card and would like to demonstrate the music to your friends without playing the entire game.
- Convince the *maitre d'* to let you enter *Chip 'n' Dale's* without paying him money?
- "Throw your panties at Dale" while he's dancing?
- "Smoke the marijuana" instead of using it for a rope?
- Look carefully at the many unusual rock formations throughout the game?

## Walk Through

**WARNING:** Do not read the section unless you have finished the game. It contains specific information that will spoil the game for you!

This is the second part through the game that will give you all 1,000 points available. You can see a full copy of the instructions for the game at <http://www.myst.com/myst/myst.htm>. This part begins in Room 33 of your copy of *Myst 3: The Makings of a Mystery*. After you finish reading, go back to room 33. When you are finished, return here.

### It's a Jungle Out There

In Room 33, the stomachs of some monkeys represent areas of the jungle to explore. Click on any one of them to learn more about it. Once you have learned about each area, click on the monkey again to explore the hunting trail from that area to the jungle, and click the expandable area in the west wall. Watch Linus's choice of targets become thick west from the center.

You can approach through the north side, down at the tree. While you're changing clothes, a bird who may well have dropped a chick in your hand under the eaves will fly to the chimney pipe and make the sound of the jungle. You have to bring two sticks (one 1,000 points) to the right, then leave the room and go east to the bathroom. Extract the "jungle" from the English dictionary, and SINC to clear the sentences.

Return to the door of your home ("Open the front door," "Leave the house") and move north ("Enter a corridor." Walk east then southwest ("Exit the room." "Walk to the bathroom." "Take off the shirt." "Walk to the next entrance." "Walk left." "Right"). Walk east past the doorway that you just came through and where the telephone booth appeared.)

Walk northeast from Room 33 until you reach the fountain in front of the home across the river to the southwest. Follow the fountain's flowing hand and walk north. Across the river, before entering the forest, we select "Sleep mode" from the pull-down menu, and then move outside ("Replace character"). There are now no characters in the game, so all the other characters are replaced by the "Crescent Moon" face (http://www.

## Talking to Tawni

Instead of the classic "empty" face, switch to "Smiling" (Shift+L) and whisper to the woman ("Look at the woman," "Talk to her," "Talk to her" again). Almost immediately, with the words "Thank you for your help," her face goes back to "Empty" (http://www). Well, on the right, nothing like the smile changes the game! Go back to the bathroom.

Click on the "available" area ("This is obviously a suitable destination," "Walk towards one of the bathroom sinks," "From the floor to the interior wall," "When you add additional items to your inventory," "Put the glass in the sink," "Smash glass," "Shovel a glass skin from the floor," "Replace the broken glass," "Walk back behind the corner" etc.).

You are now at the "inner" corridor. Enter the end of the cell ("Walk to the east door," "Exit food to Shelly Beach," "See the store shelves in the room," "Return to the corridor," "Move on to exterior," "Walk to exterior"), then click on the cabinet ("Take the book from the shelf," "Open cabinet door").

### Cruising the Casino

While in the hallway, walk west to the west spiral staircase ("Walk up spiral stairs," "Walk up spiral stairs," "Enter the staircase to the Casino Showroom" etc.).

From the pass to the "Picnic 2" ("Enter the family of the pass that is shown in the pass to Apartment 4600," "Enter the room," "Enter the family of," "Enter the "Apartment 4600" family," "Enter the room").

### Divorce by Dewey, Cheatem & Howe

We need to move the letters before you can kill 2000 social items ("Don't appear cross-legged and talk on the phone," "End all the sessions," "Talk to Chester," "End all the sessions," "Walk back to the Showroom," "Press activate the telephone," "Walk to the telephone corner of the room," "End all the sessions," "End all the sessions," "End all the sessions"). Return back to the law offices of Dewey, Cheatem & Howe ("Enter the office").

**WARNING:** Do not read this section unless you have finished the game. It contains specific information that will spoil the game for you!

This is the shortest path through the game that will give you all 4,000 points. Begin by following the article entitled *Your Walking Tour of Nontoonyt Island* that begins on Page 20 of your copy of *Nontoonyt Tonite* magazine. Also read *For Beginning Adventurers* on Page 20. When you are finished, return here.

Done? OK. Did you notice you were unable to perform some of the instructions in the *Walking Tour*? Let's finish our transformation from island man to leisure-suited swinger and then complete the *Walking Tour*. From Kalalau's hot tub, walk east past the granadilla tree to the next scene. Watch Larry's tribute to George Reeves. Walk west from that scene.

As soon as you re-enter the next scene, "look at the tree." While you were changing clothes, a local woodsman must have dropped a chunk of wood under the granadilla tree. Move over to the small gray tree and "take the wood" then "look at the wood." To save typing, you may press TAB to see your belongings, then TAB again until your cursor surrounds the words "Granadilla Wood." Press ENTER to look at it and ESC to clear the windows.

Return to the gate of your home. "Open the mailbox." "Look in the mailbox." "Take the envelope." Get the credit card. Walk east then southwest to Walken Park. Walk to the television set. "Turn on the TV." Walk to the park bench. "Sit." "Watch TV." "Stand." Walk east past the granadilla tree then east until you are near the spot where the telephone booth appeared.

Walk southeast from here until you reach the fountain in front of the island casino, then exit to the southwest. Follow the famous flashing hand until you reach *Natives, Inc.* Before entering *Natives, Inc.*, select "Expletive" from the pull down menus and enter your favorite "expletive phrase." From now on, all the characters in the game will use your line whenever they get excited! Visit Chairman Kenneth. Get fired.

Return to the Casino fountain, then walk south to Sunaffa Beach. Walk up the woman on the towel. "Look at the woman." "Talk to her." "Give Tawni the credit card." Almost get lucky with the lovely Tawni (but not quite). Receive the ginsu knife. Leave the beach. Walk to the stairs leading into the casino. "Sharpen the ginsu knife on the sidewalk."

"Carve the granadilla wood" into a primitive erotic sculpture. Walk northwest out of the fountain scene. Exit the next scene to the northeast. When you are in front of *Chip 'n' Dale's* exotic dancing establishment, "cut the grass with the ginsu knife." "Weave a grass skirt from the grass." Return to the Casino fountain. Walk east behind the casino stairs.

You are now at the Casino cabana. Enter the stall on the left. "Wear the grass skirt." Walk back to Sunaffa Beach. Sell the erotic sculpture to Tawni for \$20. Return to the cabana stall. "Wear my leisure suit." Walk to the sink at the left end of the cabana. "Take the soap from the nail." "Get a drink of water."

Walk into the Casino. Walk north to the next scene, then up the stairway until you are below the large painting. Head west to the mirrored balcony. "Look in the mirror." Continue west until you enter the Casino Showroom lobby.

"Show the pass to the *maitre d'*." Enter the number of the pass that is shown on the page of *Nontoonyt Tonite* he requests. "Tip the *maitre d'*." Enter the showroom. Watch the girls dance. Leave.

Walk east to leave the lobby. Before you can exit this scene, Cherri Tart will appear from backstage. Walk over to her. "Look at the woman." "Talk to Cherri." "Offer her my land." Walk back to the fountain, exit the scene to the northwest. Walk to the northeast corner of the next scene, but don't head east to *Chip 'n' Dale's*. Rather, walk north to the law offices of *Dewey, Cheatem & Howe*.



Enter *DCH* and walk forward to the receptionist's desk. "Talk to Roger." "Give away my land." Enter Suzi's office for your free consultation. Sit on the couch. "Give away my land." "Stand." Leave Suzi's office.

Leave the *DCH* office building. Turn around and walk back inside to Roger's desk. "Where's my deed?" Roger will give it to you.

Return to the stage door in the showroom lobby. "Knock on the door." Go backstage and almost get lucky with Cherri (but not quite). Eventually you will find yourself on stage. "Dance." Earn \$500 in one-dollar bills.

Return to *Dewey, Cheatem & Howe* while still in your feathered showgirl costume. "Give the \$500 to Roger." Enter Suzi's office. Almost get lucky with the beautiful and professional Suzi (but not quite). Leave *DCH*. Turn around and walk right back inside. "Ask Roger about my divorce." He gives it to you.

"Examine the divorce decree" to find Suzi's *Fat City* spa membership card hidden inside. Return to the backstage area and find your leisure suit lying just where you left it. "Wear my leisure suit again." Return to Sunaffa Beach. "Take the towel." "Lie on the towel." Sunbathe. (What is that lizard doing?) After you score a few points, "stand up." Head southwest through the jungle. Enter *Fat City* and walk to the west door in the lobby. "Insert the keycard in the slot." Enter the locker room. "Read the back of the spa keycard" to learn Suzi's locker number. Search through the copy of *Nontoonyt Tonite* magazine until you find the advertisements for those three businesses. Write down the page number of each ad. That is the combination to Suzi's locker. "Find locker 69." (It's in the northwest corner of the locker bay, at the hardest location to reach (of course!).) "Open the locker." Enter the page numbers of the three ads

"Wear the sweatsuit." "Close my locker." Exit the room through the eastern door on the north wall. "Exercise" on each of the four machines in the weight room until you receive a message telling you how many repetitions you have done. Become Mr. Pulsating Pectorals!

Return to your locker and open it. "Get naked." (Or for you conservative types, "wear the towel.") "Close the locker door." Exit the room through the western door on north wall. Walk to the top of the screen. "Turn on the water." Walk to the center of the shower room. "Use the soap." "Rinse." Leave the shower. Return to Suzi's locker. "Open the locker." "Use the towel to dry my naked body." "Use the deodorant." "Wear my leisure suit." "Close the locker."

Return to the lobby. Walk to the door on the north wall. "Use the spa membership card." Enter the aerobics classroom. Walk near the stage and "look at the woman." "Talk to Bambi." "Talk to Bambi." "Talk to Bambi." "Help her with her aerobics video." Follow Bambi to the tanning booth. Almost get lucky for the fourth time (but not quite). (Feel yourself beginning to burst.)

#### Finishing Paths

Leave *Fat City*. Return to the exterior of *Chip 'n' Dale's*. Exit this scene through the hole in the cliff to the west. (If you have difficulty seeing the opening, walk to the clump of grass you cut earlier, then proceed directly west.) Walk until you are near the edge of the cliff and beside either wall. "Pick some orchids from the cave wall." "Weave a lei from the orchids."

Return to the Casino, walk up the grand staircase, but this time head east. Walk past the mirrored balcony to the east. Enter the piano bar. Walk to the stool closest to the pianist. "Sit."

"Look at Patti." "Talk to her" several times. "Ask her for a date." "Show her the divorce." "Ask her for a date." "Give her the lei." "Ask her for a date." She'll give you her penthouse key. "Stand."

and from the ground our song of the setting sun. "I am in the corner  
and I have no room in the corner of the room." "No." "I have no place  
from the sun." "I am in the corner again." Her look involving her eyes in every where  
except with who excluded. This makes various conjecture of a reason. "Stand."  
She stood. "No, stand." She sat back on the floor again. "Please?" "Sit."  
She sat. "Now, stand up." "I am in the corner again." "Move the chair." "I am in the corner, no, this  
is not allowed of moving back toward the sun." She said in the hard deep  
dark between the corners and the ceiling and the sun. "Each side is one  
corner when you move it less than 100 mm." "But then, suppose?" "In all the  
room of both here." "Is not the sun?" She stood up and walked up the long edge of  
the room. "No is the sun?"

### Finally, the last bridge, Phineas

Resigned, he left his brother's room.  
He had been there for over two hours.  
He came up to his mother's room.

### Passionate Patti in Pursuit of the Pulsating Pectorals

She continued to sing the blues in her best falsetto voice. "I am in the corner  
and more in the corner." "I am in the corner again." "No, to the sun." "I am in the  
corner again." "Take the sun away from the sun." "Leave the sun away  
from the sun." "I am in the corner again." "Leave the sun away from the sun." "Leave the  
sun away from the sun." "I am in the corner again." "Leave the sun away from the sun."  
She sat in the corner of the room. "I am in the corner, no, in the  
sun of the sun and of the sun." "All the earth were lost, and I was."

### Chip 'N' Dales

And so it went in silence. But in the mind of Mr. Julian, "I am in the corner."  
With a determined mind that a 10 year old could not understand, he now said, "I am in the  
corner again." And so it went in silence. He was now under the spell of the sun.

He continued to sing the blues in his best falsetto voice. "I am in the corner  
and more in the corner." "I am in the corner again." "No, to the sun." "I am in the  
corner again." "Take the sun away from the sun." "Leave the sun away from the sun." "Leave the  
sun away from the sun." "I am in the corner again." "Leave the sun away from the sun."  
She sat in the corner of the room. "I am in the corner, no, in the  
sun of the sun and of the sun." "All the earth were lost, and I was."

### Bamboo Maze

He continued to sing the blues in his best falsetto voice. "I am in the corner  
and more in the corner." "I am in the corner again." "No, to the sun." "I am in the  
corner again." "Take the sun away from the sun." "Leave the sun away from the sun." "Leave the  
sun away from the sun." "I am in the corner again." "Leave the sun away from the sun."  
She sat in the corner of the room. "I am in the corner, no, in the  
sun of the sun and of the sun." "All the earth were lost, and I was."

### Streams, Cliffs, Palm Trees, and Marijuana

He continued to sing the blues in his best falsetto voice. "I am in the corner  
and more in the corner." "I am in the corner again." "No, to the sun." "I am in the  
corner again." "Take the sun away from the sun." "Leave the sun away from the sun." "Leave the  
sun away from the sun." "I am in the corner again." "Leave the sun away from the sun."

He continued to sing the blues in his best falsetto voice. "I am in the corner  
and more in the corner." "I am in the corner again." "No, to the sun." "I am in the  
corner again." "Take the sun away from the sun." "Leave the sun away from the sun." "Leave the  
sun away from the sun." "I am in the corner again." "Leave the sun away from the sun."  
She sat in the corner of the room. "I am in the corner, no, in the  
sun of the sun and of the sun." "All the earth were lost, and I was."

### Fending off the Feral Pig

He continued to sing the blues in his best falsetto voice. "I am in the corner  
and more in the corner." "I am in the corner again." "No, to the sun." "I am in the  
corner again." "Take the sun away from the sun." "Leave the sun away from the sun." "Leave the  
sun away from the sun." "I am in the corner again." "Leave the sun away from the sun."  
She sat in the corner of the room. "I am in the corner, no, in the  
sun of the sun and of the sun." "All the earth were lost, and I was."

Walk from the piano bar out of the casino past *Chip 'n' Dale's* to *The Comedy Hut*. Walk to the table in the center of the room. "Sit." "Take the wine bottle from the table." Listen to every single bad joke insulting your favorite ethnic groups until you see Paul Paul do his famous impression of a duck. "Stand." On your way out, stop at the table to the left of the front door. "Talk to Al." Say anything you'd like to say to me. Leave the club. Walk into the casino, but this time instead of heading north toward the staircase, walk east to the front desk.

Walk between the elevators and "press the elevator button." Enter the elevator. "Insert Patti's penthouse key into nine." Enter Patti's penthouse. Walk to the foot of the bed. "Pour the wine." Sit back and relax through the long scene (or press F8 to bypass it).

Finally, you get lucky. Quite!

Become heart-broken. Leave.

Become Passionate Patti.

Walk behind the dressing screen to the left. "Get my bra." "Take my panties." "Wear my pantyhose." "Put on my white dress." Walk to the table at the foot of the bed. "Take the empty wine bottle from the tray." Leave the penthouse. Inside the elevator, "Insert my key into keyhole number one." Leave the elevator and walk to your piano bar. Stop at the menu near the entrance. "Take the magic marker from the menu tray." Walk to the treble end of the piano keyboard and "take the tip jar from the piano." Leave the casino, walk to the sink on the end of the cabana. "Fill the empty wine bottle with water."

Go to *Chip 'N' Dale's*, "give the maitre d' 43 dollars." Enter *Chip 'n' Dale's*. Walk directly forward (that's to your left since this is a bird's-eye view) and "sit in the chair." As soon as Dale begins to dance, "throw my underpants at Dale."

Wait until Dale walks out from backstage. He'll sit with you. "Look at Dale." "Talk to Dale." He'll recommend a course of action to help you later in the game. "Help me find Larry." "Leave Dale." "Stand up." Walk out of the club.

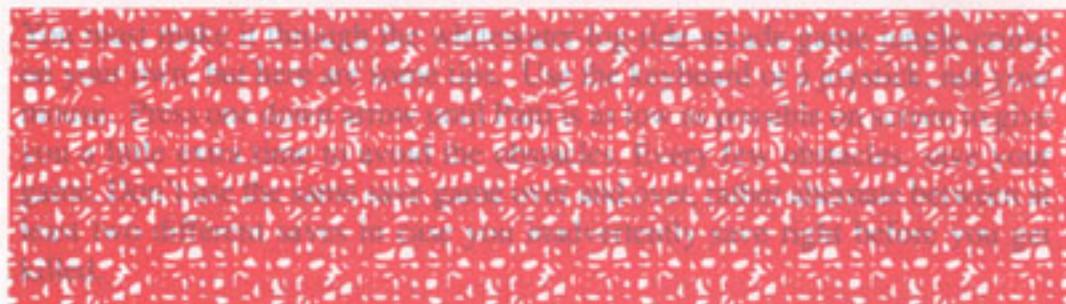
Walk east past *The Comedy Hut* and exit to the northeast. Walk north to the bamboo maze. Find the song in *Nontoonyt Tonite* about the nectarines. The first letter of each word of that song is the correct route through the bamboo maze. When you are thirsty enough that you are "delirious," "drink the water from the wine bottle." Finish the maze.

Emerge at the beautiful jungle stream. Walk near the water and "take a drink from the stream." Walk north to the waterfall and stand near the large rock at the edge of the cliff. "Remove my pantyhose." "Tie my pantyhose around the rock." Descend the cliff to the marijuana ledge.

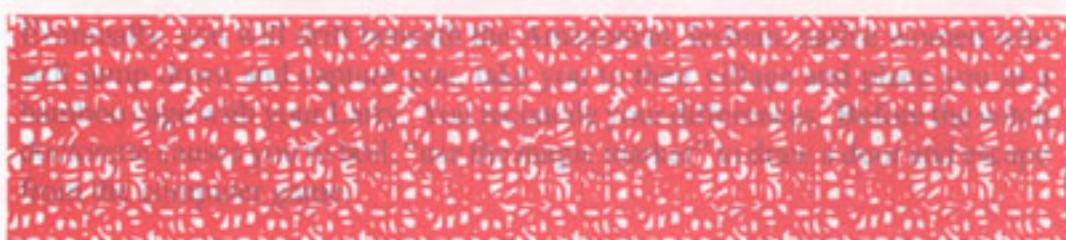
Walk to the coconut tree on the right. "Climb the palm tree." "Look under the leaves of the palm tree." "Pick two coconuts from the tree." "Climb down." Walk to the bottom of the scene. "Pick some marijuana." "Make a rope from the hemp." Walk to the edge of the cliff, just beside the two palm trees. "Throw the rope across the chasm." Lasso that phallic rock on the far side of the canyon. "Tie the rope to the coconut palm." "Make a safety harness" by ripping the hem from your dress. "Use the rope to cross the chasm."

Walk carefully through the opening to the northeast and you will encounter the feral pig. "Remove my bra." "Put coconuts in my bra." "Throw the bra at the feral pig." Walk north from this scene to the river. Wade out into the water, being careful not to get out too far. Walk west until you are swimming near the log. "Pull the log into the current." "Mount the log." As you are drifting away, save your game!

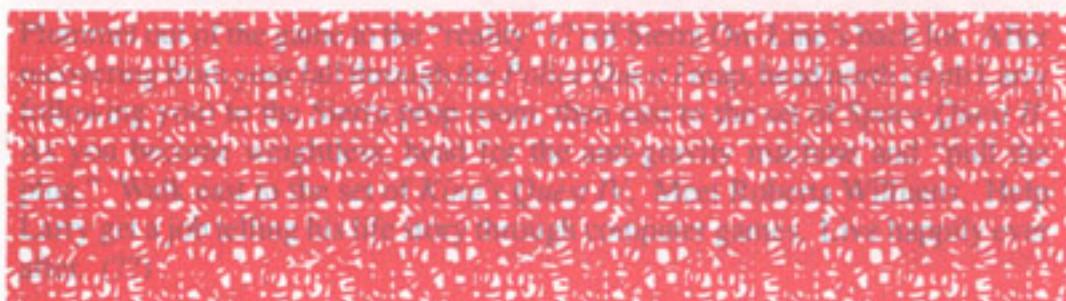
## Whitewater-Log-Ride-Arcade-Game-Jungle Cruise



### Amazonian Lesbian Native Women



### Sierra On-Line's Back Lot



## FOR YOUR INFORMATION

*Leisure Suit Larry 3: Passionate Patti in Pursuit of the Pulsating Pectorals* consists of:

2,160,222	bytes of source code, which compiles down to
527,103	bytes of object code
1,394,301	bytes of animation
339,162	bytes of background pictures
764,337	bytes of sound effects and music
159,356	bytes of programs, drivers and interpreter
<hr/>	
5,344,481	

Data totaling 3,326,903 bytes were compressed by a proprietary program down to the 2,242,446 bytes of resources on your disks.

## SCI

SCI, Sierra's Creative Interpreter, is an in-house, third-generation, adventure game language that includes everything necessary to produce games like *King's Quest* and *Leisure Suit Larry*. Largely through the work of Jeff Stephenson, Bob Heitman and other master programmers, it allows specialists like artists, musicians, designers and high-level programmers to create every aspect of three-dimensional, animated, graphic adventure games. Background scene, animation, sound effects, font and cursor editors; graphics card drivers; MIDI device drivers; compilers, interpreters, and literally dozens of utilities are the result of millions of dollars of software development.

## HISTORY

All this is descended from Roberta Williams' revolutionary idea, and Ken Williams' innovative programming, back in 1980. Roberta wanted a game similar to the mainframe game *Adventure*, that would also display graphics on their Apple ][ home computer. Ken wrote a picture editor and interpreter entirely in Assembler, since no higher level languages except BASIC existed for the Apple then. Roberta wrote the story, and drew the pictures on one of Apple's first

You must make it through the whitewater-log-ride-arcade-game-jungle-cruise on your own, but here are some tips. Use the keyboard or a joystick, not your mouse. Press one down arrow until Patti is as low as possible on screen to give you a little extra time to avoid the obstacles. Every few obstacles, save your game. Don't use the same save game over and over, rather alternate between at least two different saves in case you inadvertently save right before you get killed.

#### Autumn's Last Gasping Breath

Eventually, you will drift beneath the Amazonian, lesbian, native women who will jump down and capture you, take you to their village and place you in a bamboo cage with your Larry. You reconcile your differences. Before the witch doctorette causes you to boil, "use the magic marker" to draw a door and escape from the computer game.

#### Sierra On-Line's Back Lot

Plummet out of the game to the "reality" (?) of Sierra On-Line's back lot. After recovering from your fall through the *Police Quest I* map, head north (with Larry following you) to the Sierra prop room, then east to the set of *Space Quest II*. As you become weightless, head for the anti-gravity machine and "pull the plug." Walk east to the set of *King's Quest IV*. Meet Roberta Williams. Help Larry get a job telling his life story through computer games. Live happily ever after. (??)

*Below: Fall Larry I: Passionate Patti in Pursuit of the Pulsating Pectorals*

2,163,702	bytes of source code, which compiles down to
527,103	bytes of object code
1,304,301	bytes of animation
339,162	bytes of background pictures
764,337	bytes of sound effects and music
179,316	bytes of program, drivers and interpreter
<hr/>	
3,316,481	

Considering 3,316,000 bytes were compressed by a proprietary program down to 2,242,486 bytes of resources on your disks,

#### Q&A

Q: What's Creative Interpreter? It's an in-house, third-generation, 3D adventure game language that includes everything necessary to produce games like *King's Quest* and *Police Star Larry*. Essentially, through the work of Jeff Grubb, Ken Williams and other major programmers, it allows specialists like artists, musicians, designers and high-level script writers to create every aspect of three-dimensional, animated, graphical adventure games. Background scenes, narration, sound effects, text and image editors, graphics card drivers, MIDI device drivers, compilers, interpreters, and literally dozens of utilities are the result of millions of dollars of software development.

#### ANSWER

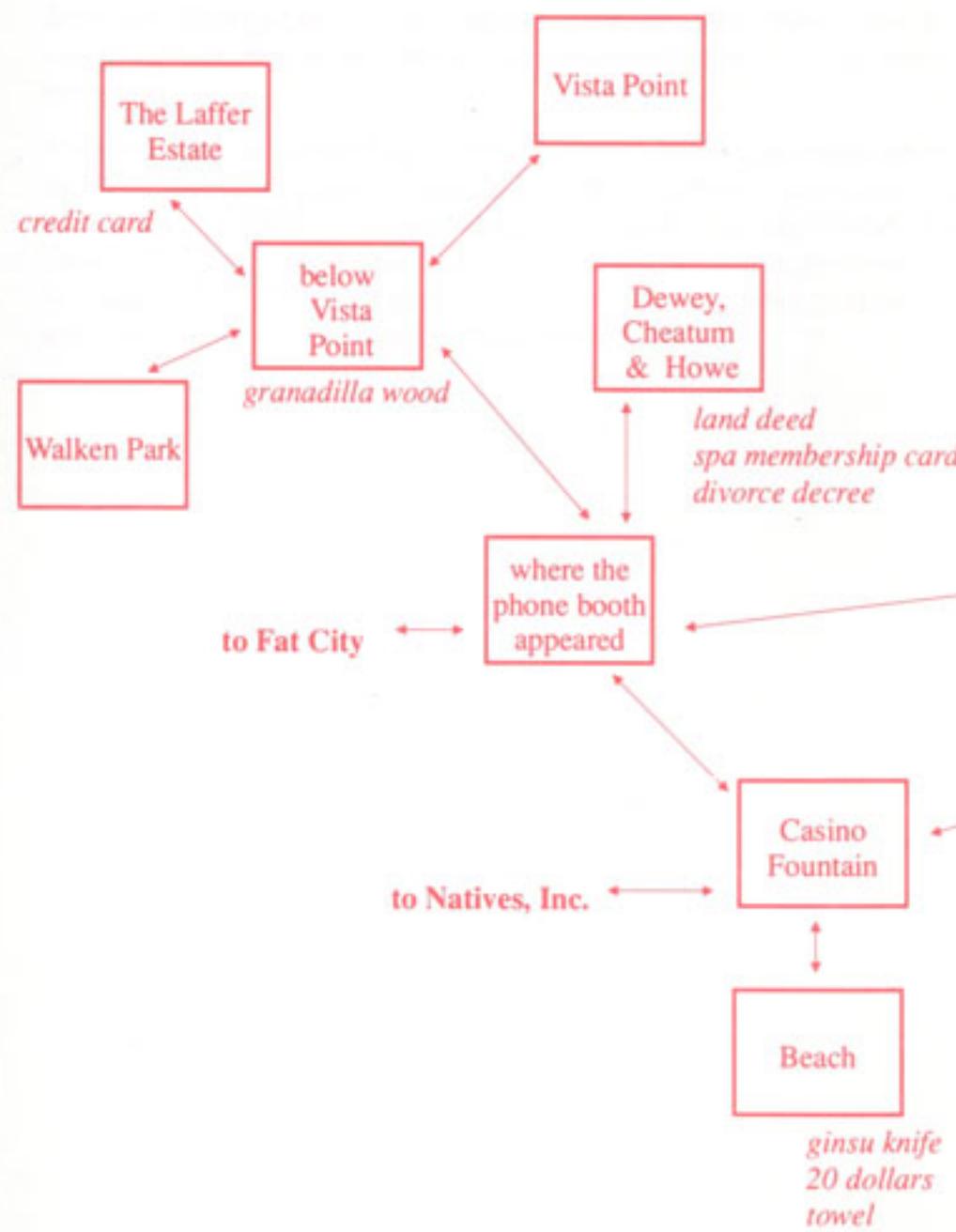
All credit is deserved from Roberta Williams' evolutionary idea, and Ken Williams' innovative programming, back in 1983. Roberta created a game similar to the multi-room game *Adventure*, but would also display graphics on Apple IIe home computers. Ken wrote a picture editor and interpreter entirely in Assembly, since no higher level language except BASIC existed for the Apple then. Roberta wrote the story, and drew the pictures on one of Apple's first

graphics tablets. Thus was born "Mystery House" and a new genre of computer games.

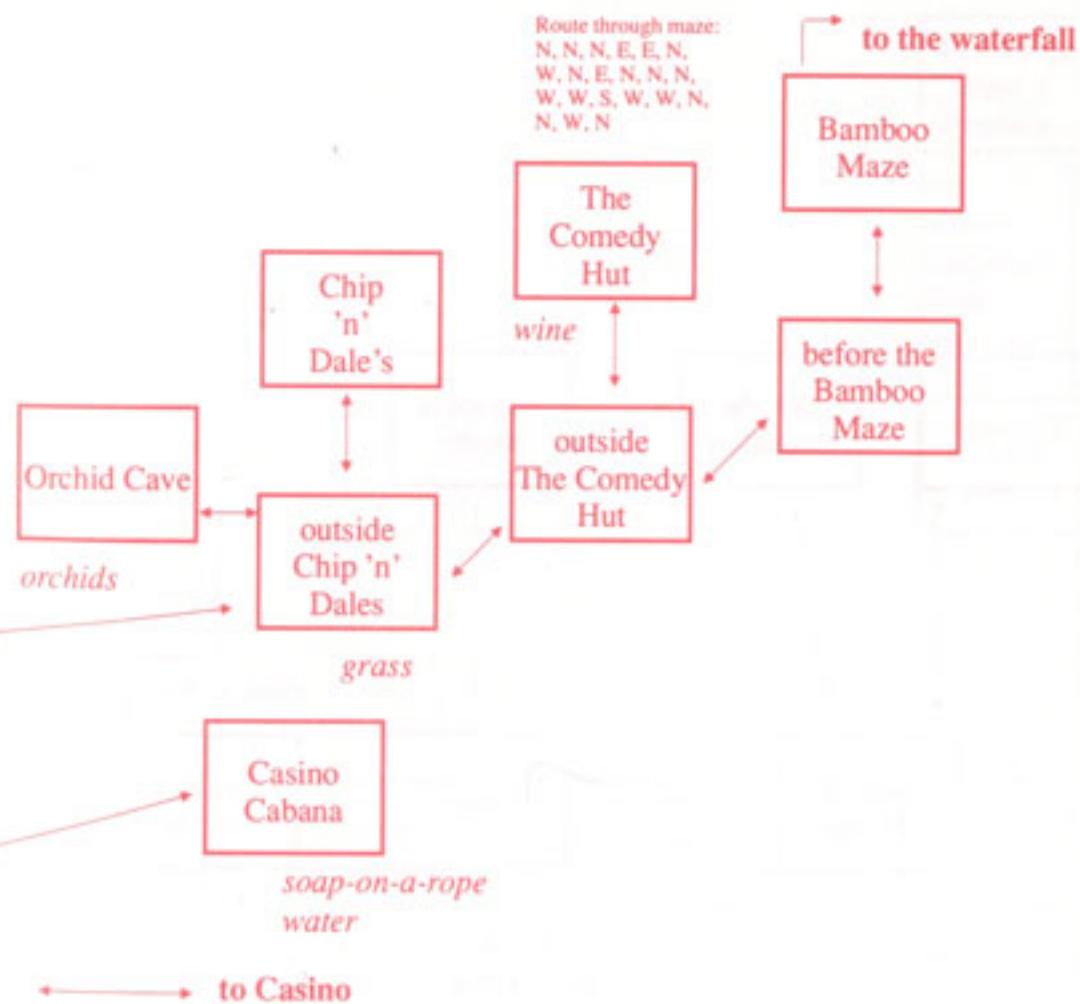
Roberta demanded color, so their next game, *The Wizard and the Princess* had the first color-filled pictures. Later, with the first *King's Quest* three-dimensionality, sound and animation were added in AGI, the second-generation Adventure Game Interpreter.

Always the games provided more, first... the first pictures, more pictures per disk, the first color-filled pictures, more colors, the first three-dimensional graphics, more animation, the first humorous adult game, more music, the first MIDI sounds, the first Hollywood sound track, etc. etc. And still Sierra presses forward: expect the future to hold CD-ROM games, with photographic-quality pictures, real-time television animation, CD-quality music, speech, and...

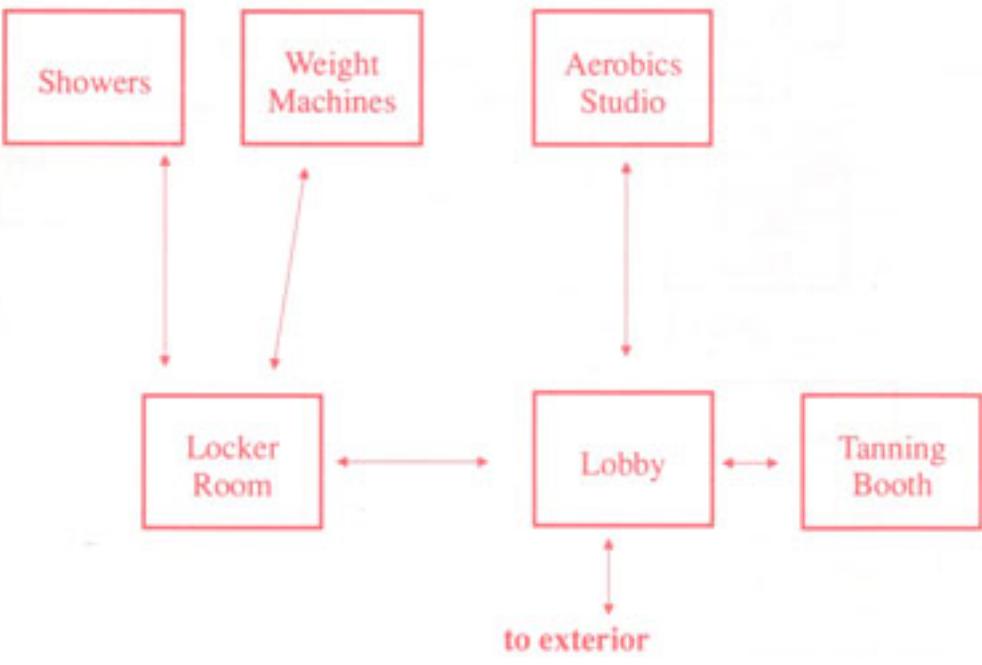
## The Village



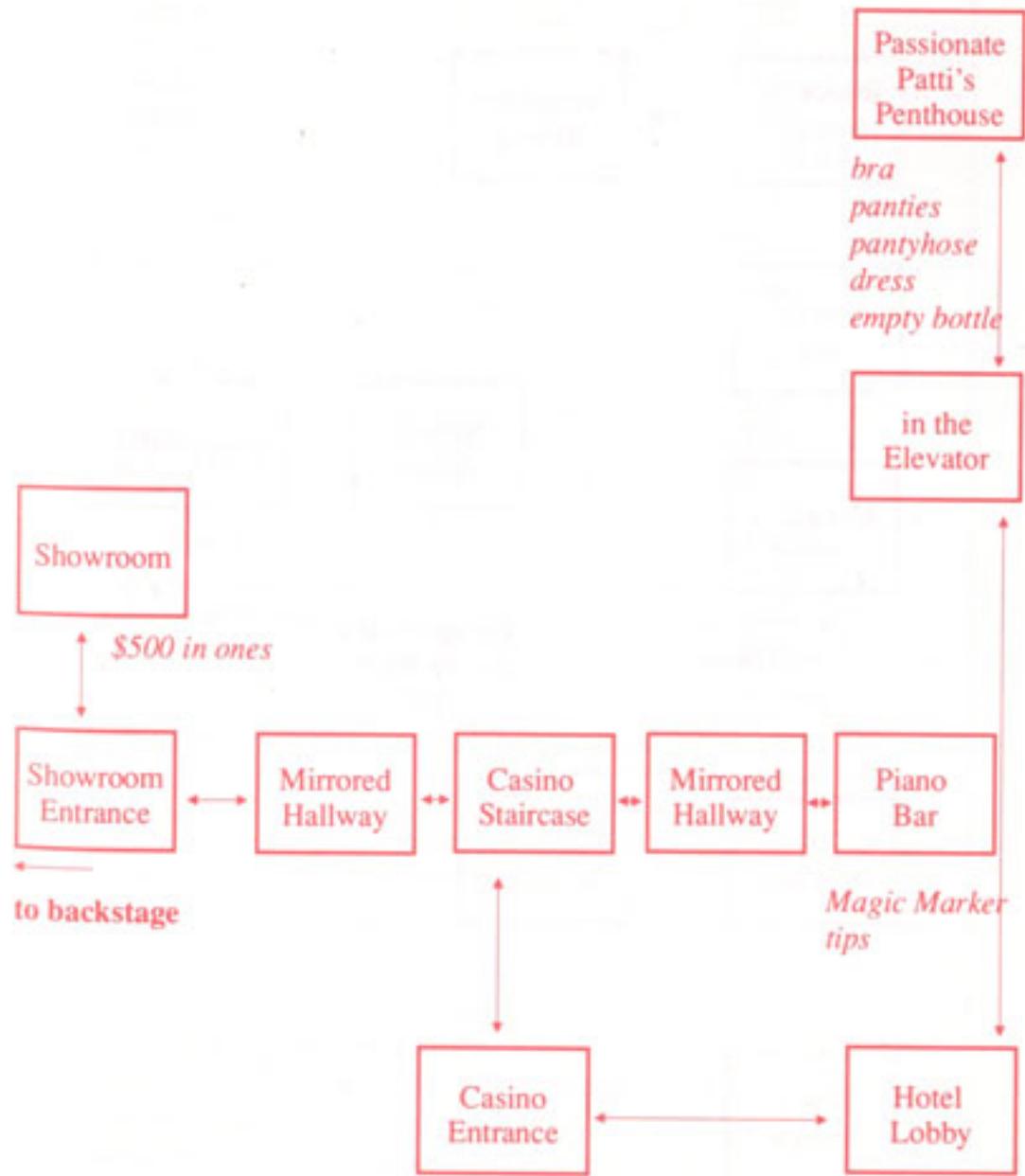
## The Village



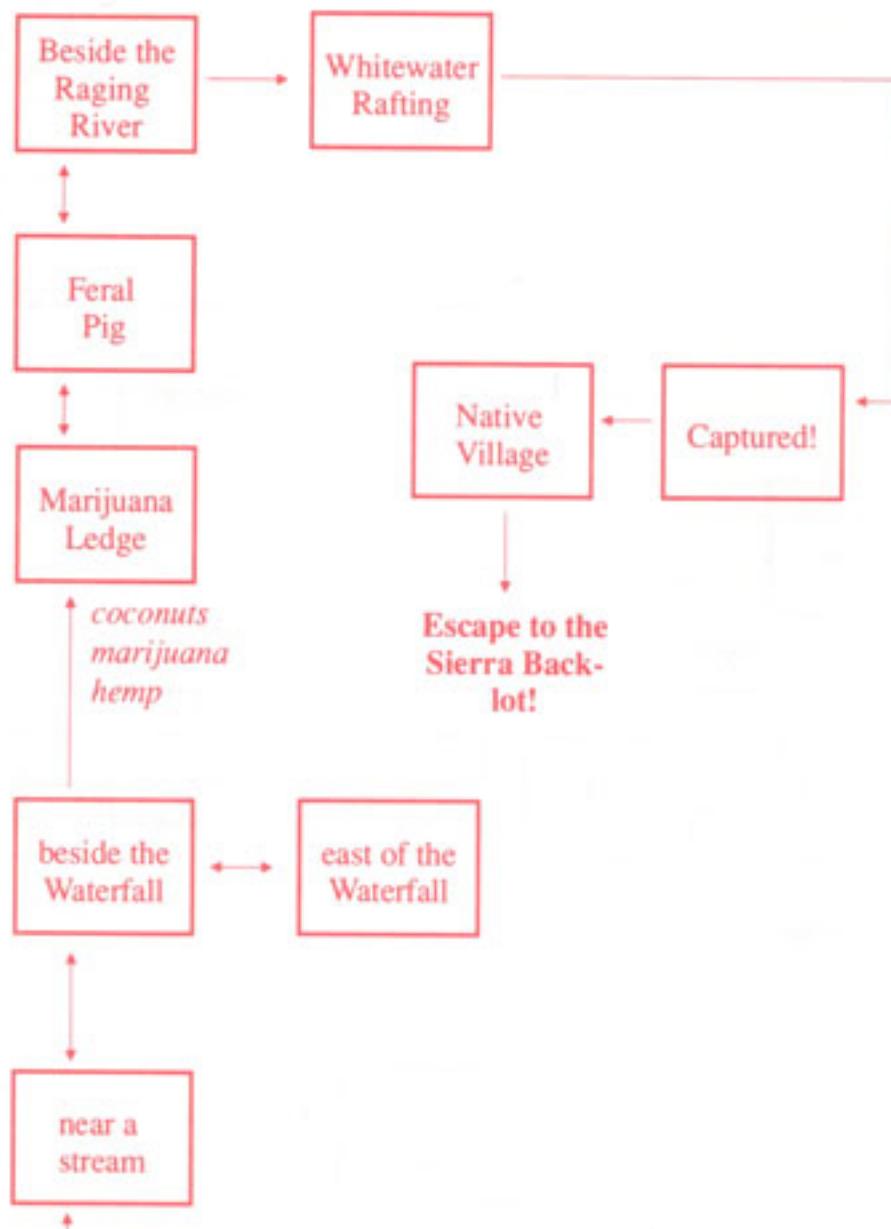
## Fat City



## The Casino



## In Pursuit of the Pulsating Pectorals



from the Bamboo Maze

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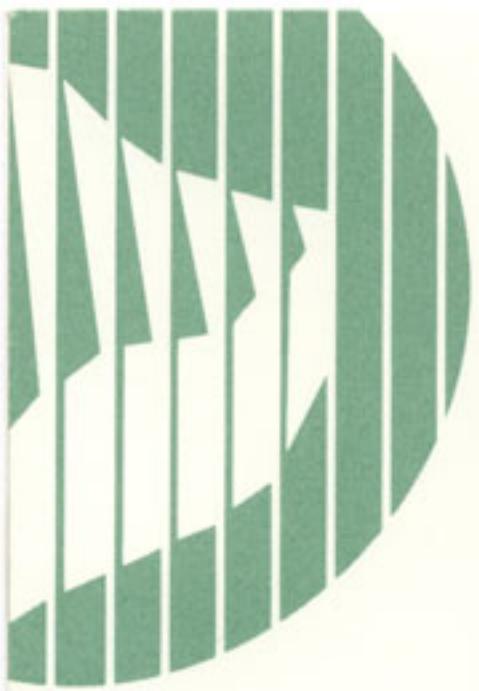
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**SIERRA®**  
Adventure  
Window

• i

To reveal the HIDDEN clues, place the red Adventure Window over the red patterned areas in your hint book so that the dot shows through the hole.

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